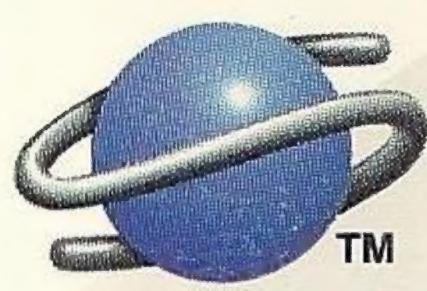


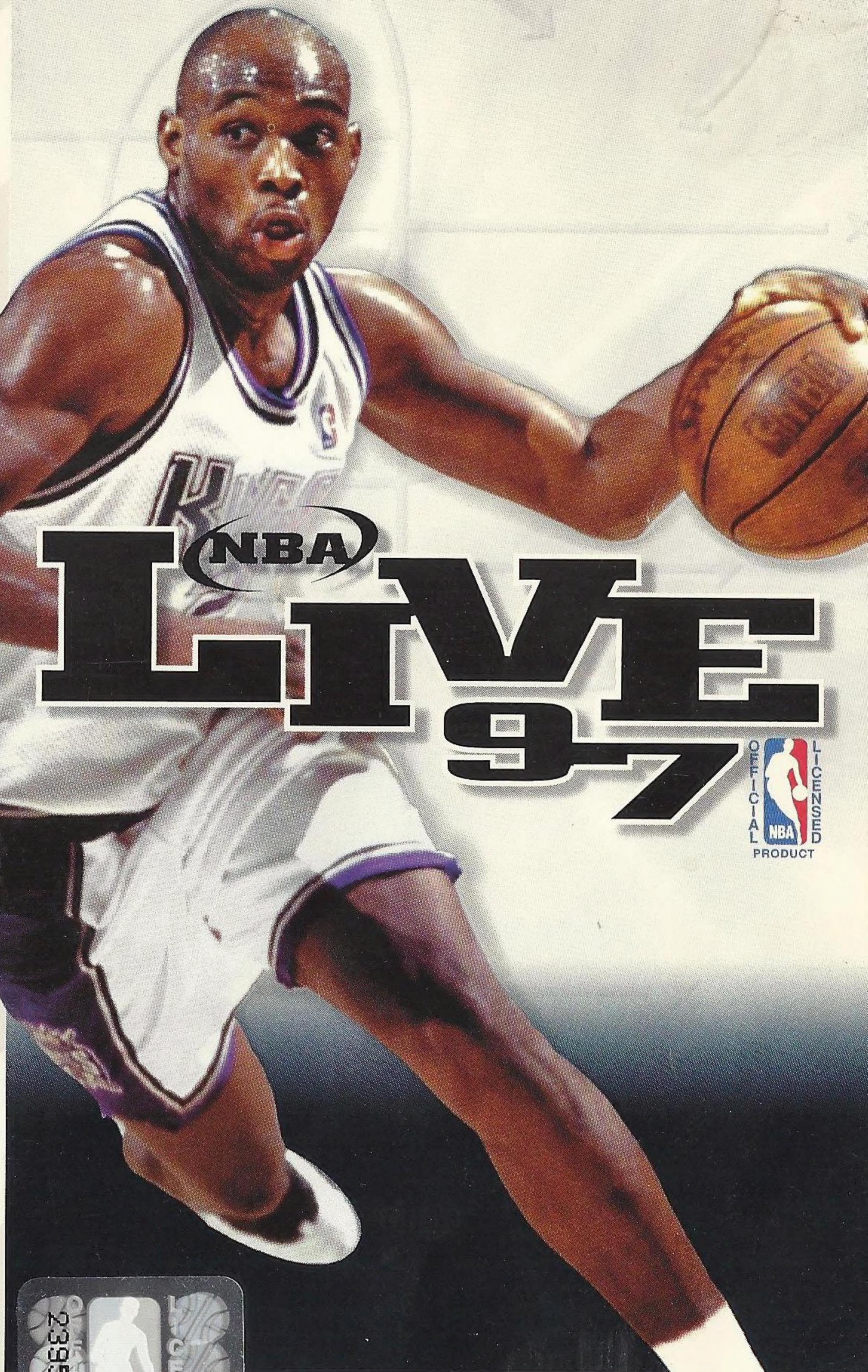
SEGA™



TM

SEGA

SEGA



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



EA  
SPORTS™



CONTENT RATED BY  
ESRB

T-5015H

## WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standard of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

### Handling Your Compact Disc

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

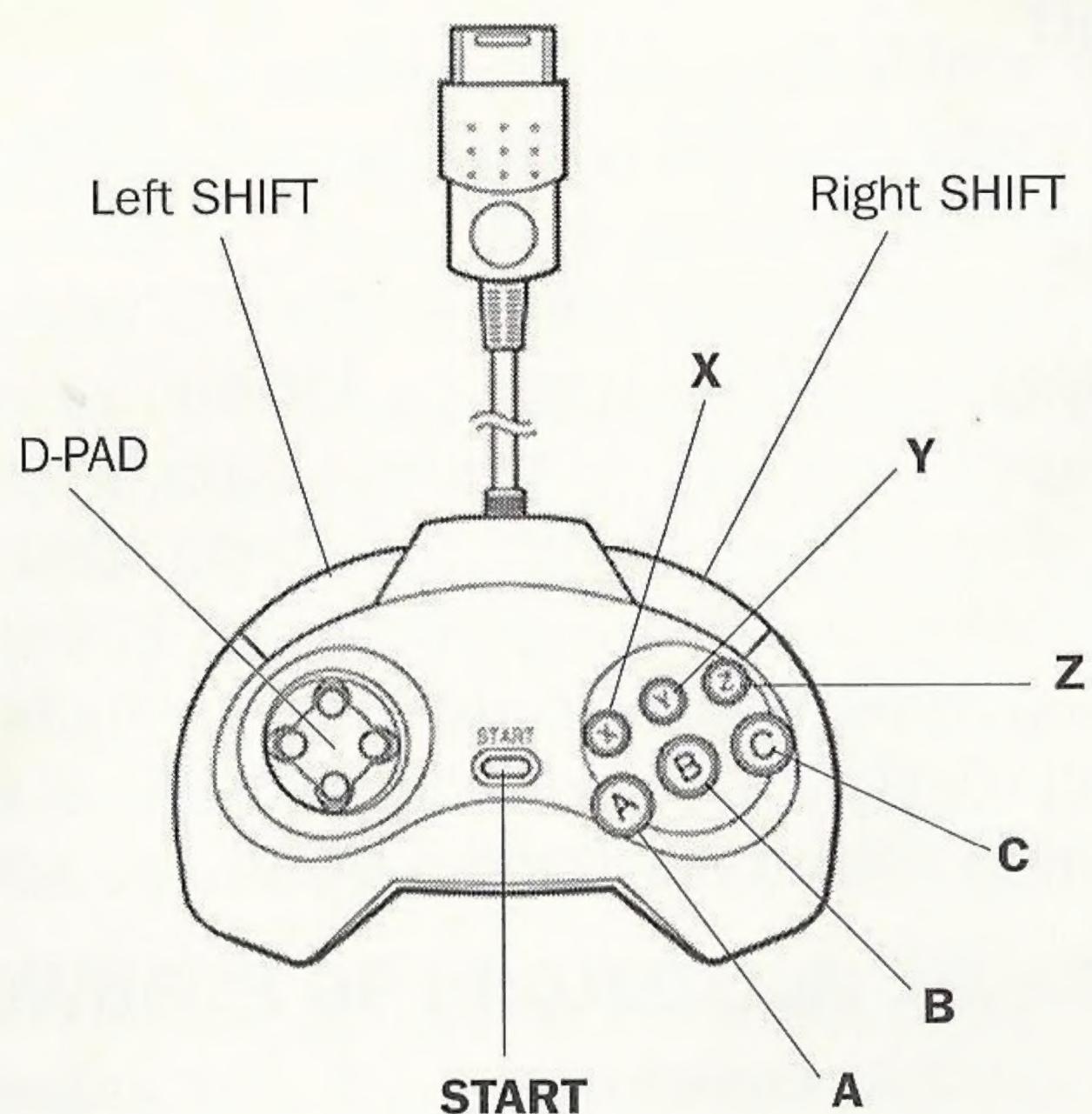


# CONTENTS

<b>COMMAND SUMMARY</b> . . . . .	<b>2</b>
<b>INTRODUCTION</b> . . . . .	<b>3</b>
<b>STARTING THE GAME</b> . . . . .	<b>4</b>
<b>SETTING UP THE GAME</b> . . . . .	<b>4</b>
Game Setup Menu . . . . .	4
Rules Menu . . . . .	6
Options Menu . . . . .	7
Team Select Screen . . . . .	7
User Setup Screen . . . . .	7
Pregame Introduction . . . . .	9
<b>PLAYING THE GAME</b> . . . . .	<b>9</b>
Offense . . . . .	9
Defense . . . . .	11
Infractions . . . . .	12
Play Calling . . . . .	13
Pause Menu . . . . .	13
End of the Quarter/Half/Game . . . . .	18
<b>ROSTER SETUP MENU</b> . . . . .	<b>19</b>
<b>SEASON PLAY</b> . . . . .	<b>22</b>
Starting a Season . . . . .	22
After the Game . . . . .	24
<b>THE NBA PLAYOFFS</b> . . . . .	<b>25</b>
Starting a Playoff Series . . . . .	25
The Playoff Tree . . . . .	26
<b>CREDITS</b> . . . . .	<b>27</b>



# COMMAND SUMMARY



## DURING GAMEPLAY

Move player	D-Pad
Pause game	<b>START</b>
Turbo mode (burst of speed)	<b>Right SHIFT</b>

## OFFENSE—WITH THE BALL

Shoot (press to jump; release to shoot)	<b>A</b>
Pass (D-Pad to choose receiver)	<b>B</b>
Crossover dribble (if available)	<b>C</b>

• If you catch a pass when you are stationary in the low post, D-Pad to swivel on your pivot foot for post-up moves. To move normally again, press **Right SHIFT**.

## OFFENSE—WITHOUT THE BALL

Switch players (D-Pad to choose Player)	<b>B</b>
Jump/Rebound/Tip-in	<b>C</b>

• If you don't press the D-Pad when switching players, you take control of the player with the ball (if the ball handler is human-controlled, you control the player nearest the ball).

## DEFENSE

Attempt steal	<b>A</b>
Switch players (D-Pad to choose player)	<b>B</b>
Jump to rebound or block shot	<b>C</b>



## PLAY CALLING

Call offensive or defensive set/ play corresponding to selected button	Press <b>X</b> , <b>Y</b> , or <b>Z</b>
Call offensive or defensive quick play corresponding to selected button	Press <b>Left SHIFT + X</b> , <b>Y</b> , or <b>Z</b>

## MENU CONTROLS

Move highlight up/down	D-Pad ↑
Change highlighted option	D-Pad ↔
Continue/accept changes	<b>START</b>
Return to previous menu	<b>X</b>
Select highlighted option; toggle between home/visitor teams	<b>B</b>
Access the Help menu	<b>Z</b>

## INTRODUCTION

On every court, there are players and...everyone else. Players create. Players push the game beyond expected boundaries.

In the arena of interactive b-ball, there's only one player: *NBA Live 97*. Real 5-on-5 hoops, with all 29 NBA teams, complete rosters, and authentic strategy.

Be a player. Play *NBA Live 97*.

- Over 300 real NBA players (including rookies) with complete 1995—1996 stats.
- Textured polygon players with authentic motion captured animations.
- Customizable views, including highlights and close-ups.
- Strategy features, including animated play diagrams and individual defensive pressure options.
- Ability to create and modify custom players.

## ABOUT THIS MANUAL

Thanks to the *NBA Live 97* Help system, we've structured this manual to include more **why** and **what** information and less **how** information. Our emphasis is on what the menu screens do and why you might want to choose different options rather than what buttons you must press. If you're not sure which buttons to press in a menu screen, press **Z** to get Help.

For more information about this and other titles, visit EA Sports™ on the web at [www.easports.com](http://www.easports.com).

## STARTING THE GAME



1. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
2. Open the disc tray and place the disc inside.
3. Turn ON the power switch on your Sega™ Saturn™ system.
4. At the *NBA Live 97* title screen, press **START** to advance to the Game Setup screen.

## SETTING UP THE GAME

### GAME SETUP MENU

Use the Game Setup menu to choose the game mode, style, and difficulty you want.



D-Pad  $\leftrightarrow$  to highlight menu items.

D-Pad  $\leftrightarrow$  to change highlighted item.

Press **B** to select highlighted menu option

Press **START** to proceed.

Press **Z** to get Help on how the buttons work.

**MENU CONTROLS**

Move highlight up/down	D-Pad ↑
Change highlighted option	D-Pad ↔
Continue	<b>START</b>
Return to previous menu	<b>X</b>
Select highlighted option; Toggle between home/visitor teams	<b>B</b>
Access the Help menu	<b>Z</b>

**NOTE:** Default options are listed in **bold** type in this manual.

MODE	<b>EXHIBITION:</b> Play a single game with any NBA or All-Star teams. <b>SEASON:</b> Start a new Season where you control your favorite NBA team. See <i>Season Play</i> on p. 22. <b>PLAYOFF:</b> Start a new Playoff tournament with any NBA teams. See <i>The NBA Playoffs</i> on p. 25.
STYLE	<b>ARCADE:</b> Up-tempo basketball where the players never tire, get injured, or foul out. <b>SIMULATION:</b> Absolute realism. Players tire, get injured, and foul out; and you must substitute accordingly. <b>CUSTOM:</b> Use last Rules menu settings for rules and simulation options.
LEVEL	<b>ROOKIE:</b> The easiest difficulty level. It's easy to score, and the computer team isn't too hard on you. <b>STARTER:</b> Average difficulty. The computer plays tougher D. <b>ALL-STAR:</b> It's difficult to make steals or block shots, and the computer offense and defense are cranked up.
QUARTER	The length of a quarter can be set to <b>3</b> , 5, 8, or 12 MIN.
RULES	Go to the Rules menu. See <i>Rules Menu</i> on p. 6.
OPTIONS	Go to the Options menu to set sound and display options. See <i>Options Menu</i> on p. 7.
ROSTERS	Go to the Rosters menu to view/reorder rosters, make trades, create players, and more. See <i>Roster Setup Menu</i> on p. 19.
USERS	Go to the User Stats screen to view records for saved user names.



## LOAD

Go to the Load Game screen to load saved games from RAM or backup RAM Cartridge.

- 🏀 To toggle saved Season/Playoff games, D-Pad ↔.
- 🏀 To select a game, D-Pad ↑.
- 🏀 To load a selected game, press **B**.
- 🏀 To erase saved Season/Playoffs, highlight the file you want to erase and press **A**. A prompt appears to confirm your choice.

## RULES MENU

Use this menu to set custom rules and simulation options. Default (Arcade) settings are listed in **bold**.

CURRENT RULES Cycle SIMULATION, CUSTOM, and **ARCADE** rules.

DEFENSIVE FOULS	This slider ( <b>OFF</b> by default) sets defensive foul sensitivity. As the bar is filled, more fouls are called.
OFFENSIVE FOULS	This slider ( <b>OFF</b> by default) sets defensive foul sensitivity. As the bar is filled, more fouls are called.
FOUL OUT	Toggle foul out ON/ <b>OFF</b> . If ON, players are ejected after their sixth foul.
OUT OF BOUNDS	Toggle out of bounds calls ON/ <b>OFF</b> .
BACKCOURT	Toggle backcourt calls ON/ <b>OFF</b> .
TRAVELING	Toggle traveling calls ON/ <b>OFF</b> .
GOALTENDING	Toggle goaltending calls ON/ <b>OFF</b> .
3 IN THE KEY	Toggle three second calls ON/ <b>OFF</b> .
INBOUND CLOCK	Toggle 5 second inbound clock ON/ <b>OFF</b> .
HALF COURT CLOCK	Toggle 10 second backcourt clock ON/ <b>OFF</b> .
SHOT CLOCK	Toggle 24 second shot clock <b>ON</b> / <b>OFF</b> .
INJURIES	Turn player injuries ON/ <b>OFF</b> . When Injuries are ON, every time a player gets knocked down there is a slight chance he will be injured. In an Exhibition game, an injured player is only affected during the current game.
FATIGUE	Toggle player fatigue ON/ <b>OFF</b> . When ON, players tire and you must substitute accordingly.



## OPTIONS MENU

Set sound and control options.

MUSIC VOLUME Adjust the music volume.

SPEECH VOLUME Adjust the in game speech volume.

SF/X VOLUME Adjust the sound effects volume

CROWD VOLUME Adjust the crowd volume.

IN-GAME SPEECH Toggle the game announcer **ON/OFF**.

KEEP SCORES      Toggle Computer Assistance **ON/OFF**. When ON, the computer increases the statistical percentages of the team that's behind to help them get back in the game.

SLOW MOTION      Toggle automatic slow motion for spectacular slams **ON/OFF**.

PLAYER INDICATOR      Cycle the text that appears below human-controlled players—**NAME**, **NONE**, **POSITION** (PG, SG, etc.), **POSITION #**, or **PLAYER #**.

SCORE OVERLAY      Toggle continuous score display during gameplay **ON/OFF**.

## TEAM SELECT SCREEN

The Team Select screen appears before every Exhibition game. The visiting team is displayed on the left side of the screen, and the home team appears on the right. Team ratings appear below the team names.

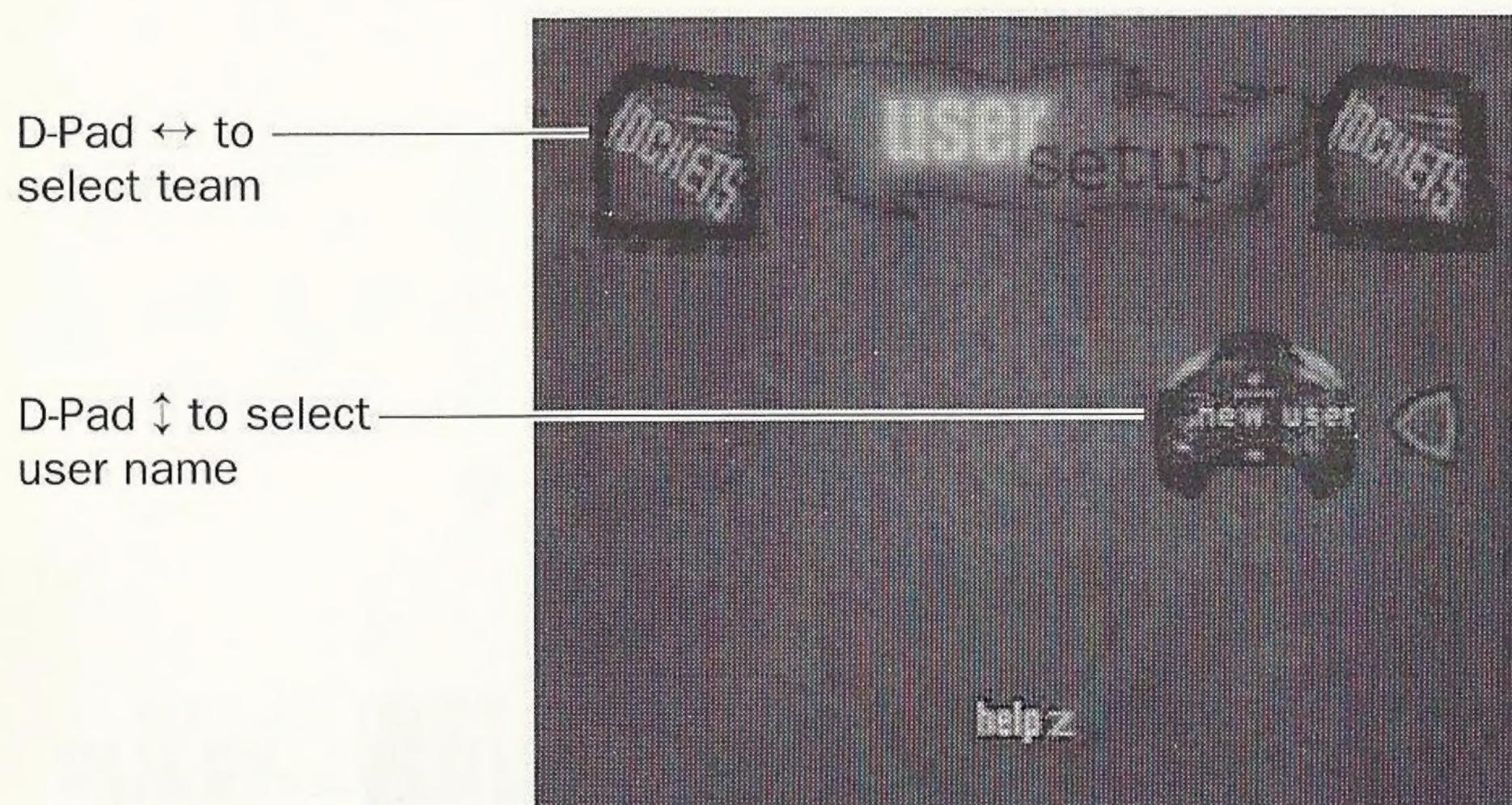
- To toggle the highlight between the home and visitor teams, press **B**.
- To change the highlighted team, D-Pad  $\leftrightarrow$  to cycle through NBA and All-Star teams.
- To go to the Team Info screen to view information for the highlighted team, press **C**.

### Team Info options:

- To cycle through NBA teams, D-Pad  $\leftrightarrow$ .
- To see more info, D-Pad  $\uparrow\downarrow$ .
- Press **START** to continue. The User Setup screen appears.

## USER SETUP SCREEN

A Control Pad icon for each of the Control Pads that can be plugged into the system appears on this screen. In addition to selecting the team each player controls, you can create and select user names so your user stats can be tracked. Up to 10 user names can be stored.



- To change the setting for your Control Pad, D-Pad  $\leftrightarrow$  to position the controller symbol under either team to select that team, or in the middle to select computer control.
- To cycle through user names, D-Pad  $\uparrow$ . Press **START** to select the highlighted name.
- When all players have selected their user names, press **START** to continue. The pregame introduction screens appear.

#### To delete an existing name:

- Highlight a user name and press **A**.

#### To edit an existing name:

1. Highlight the user name you want to change and press **B**.
- To select a letter, D-Pad  $\uparrow$ .
- To move the cursor to the right, D-Pad  $\rightarrow$ .
- To delete a letter, D-Pad  $\leftarrow$ .
2. When you've entered the last letter, press **B** to enter the name. Press **START**, and the pregame introduction screens appear.

#### To enter a new player name:

1. Highlight NEW USER and press **B**.
- To select a letter, D-Pad  $\uparrow$ .
- To move the cursor to the right, D-Pad  $\rightarrow$ .
- To delete a letter, D-Pad  $\leftarrow$ .
2. When you've entered the last letter, press **B** to enter the name. Press **START**, and the pregame introduction screens appear.



## PREGAME INTRODUCTION

Before the game, the pregame introduction screens set the stage for the basketball action to follow. First, the Game Introduction screen announces the teams and home court.

- Press **START** to continue. The Starting Lineup screen appears.
- The Starting Lineup from both teams are introduced. Press **START** to go directly to the tip-off.

## THE TIP-OFF

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press **C**.

## PLAYING THE GAME

You control the man over the control symbol. Depending on which Control Pad you're using, the symbol has a different color: If your player is off-screen, an arrow the same color as your control symbol points toward him from the edge of the screen. D-Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 97*. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, then you can focus on your basketball skills and strategy.

## OFFENSE

### MOVING WITH AND WITHOUT THE BALL

- Press the D-Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the D-Pad. When you release the D-Pad, you stop moving, but maintain your dribble.
- Once you leave your feet to shoot you must release the ball before you land, or the refs call traveling.
- To run faster, hold down **Right SHIFT** while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or make a lightning drive to the bucket.

**TIP** When **FATIGUE** is ON, Turbo mode wears out your players in a hurry, so use it sparingly.

- To perform post-up moves, you must catch a pass when you are stationary in the low post area. When you press the D-Pad, the player swivels on his pivot foot rather than running and dribbling. To move normally again, press **Right SHIFT**.



## PASSING

- To pass to the closest receiver, press **B**.
- To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.
- To pass to a specific player, D-Pad to aim the pass while pressing **B**.
- To call for a pass when you don't have the ball, press **C**. If a computer-controlled player has the ball, he passes it to you. If your buddy has the ball, **C** has no effect.
- To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop (and has the ability to make the play), an alley-oop is automatically executed.

**EA TIP** Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court.

## SHOOTING

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of slams (assuming he *can* slam) or layups.

- To shoot, press and hold **A**. Release the ball at the top of your jump by releasing the button.
- To fake a shot, tap **A**.

**EA TIP** You'll shoot more accurately if you get your feet set before you shoot and release the ball at the top of your jump.

**NOTE:** If the SHOT CONTROL setting in the Options menu is set to AUTO, simply press **A** to shoot—how long you hold the button doesn't affect the shot.

**EA TIP** If you press **B** before your player shoots, you can still pass the ball after you leave your feet to shoot.

## REBOUNDING AND TIP-INS

When you don't have the ball, you can crash the boards. If your player has good position, he automatically tries to tip the ball back in the basket.

- To jump to grab a rebound or tip the ball in, press **C**.



## 24 SECOND SHOT CLOCK

From the moment you gain possession of the ball, you have 24 seconds to get off a shot that hits the rim. Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears when there are 10 or fewer seconds left.

- If you don't get a shot off before the 24 second clock expires, the refs call a shot clock violation, and the other team gets possession.

## DEFENSE

Defense wins games. Period. You can score all day, but you won't win many games unless you can stop the other team.

### SWITCHING DEFENDERS

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

- To take control of the defender closest to the ball (between the ball and basket), press **B** (*without* pressing the D-Pad).
- To take control of a specific defender, D-Pad in the direction of the defender and press **B**.

 **TIP** Your first order on defense is to stop the ball, so get a man on the ballhandler before he reaches the top of the key.

## STEALS

 Tap **A** when near the ballhandler to try for a steal.

 **TIP** You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

## SHOT BLOCKING AND REBOUNDING

Just as players shoot differently in different situations on offense, defensive players react differently when they jump on defense. If you jump near a player who's shooting, your player tries to block the shot. If you jump near a ball coming off the rim, your player tries to pull in the rebound.

 To jump to reject a shot or work the glass, press **C**.

 **TIP** Don't jump for the ball too quickly after a shot, or you may get called for goaltending.

## INFRACTIONS

When the refs spot an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

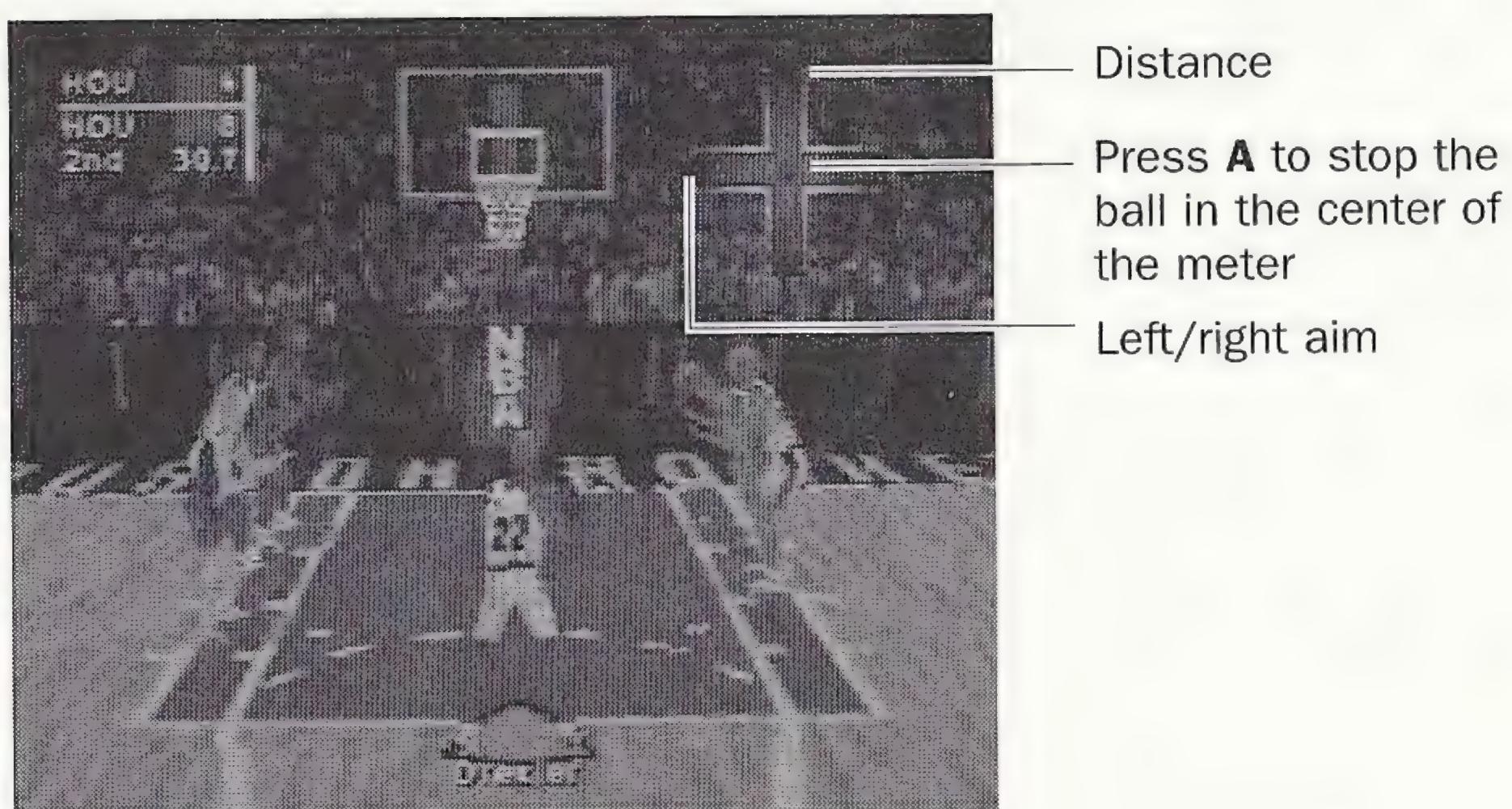
## FOULS

Players get to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the fouled player gets 2 free throws. Offensive fouls don't count as team fouls.
- When a player is fouled in the act of shooting, he goes to the line. If the basket is good—the basket counts, and the player gets one free throw. If the shot missed, the player gets two free throws (three if he was fouled while shooting a three-pointer).
- After a flagrant foul, the fouled team gets two free throws plus possession of the ball.
- When a player fouls out the computer automatically subs in a new player.

## FREE THROWS

Use the T-Meter™ to aim your shots from the free throw line.



The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

 Press **A** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

 Press **A** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.



The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels.

## PLAY CALLING

You can assign three different sets and/or specific plays or Quick Plays for both offense and defense from the Strategy menu, and then call them on the fly during the game. See *Strategy Menu* on p. 15 for instructions on selecting sets and plays.

- To call the set/play assigned to **X**, **Y**, or **Z**, press **X**, **Y**, or **Z**. If your team has possession of the ball, an offensive play is called; on defense, a defensive play is called.
- To call the Quickplay assigned to **X**, **Y**, or **Z**, press **Left SHIFT + X**, **Y**, or **Z**. If your team has possession of the ball, an offensive play is called; on defense, a defensive play is called.
- Follow the steps from the animated diagram to execute the play. Computer-controlled players will move as outlined on the diagram, but you must control the actions of the ballhandler.

**EA TIP** The plays and sets are guidelines, but NBA players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.

## PAUSE MENU

The Pause menu appears whenever you press **START** during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The **TIME OUT** and **SUBSTITUTION** options are not always available—for instance, you can make a substitution only when the play clock is stopped. When options are dimmed, they cannot be selected.



## INSTANT REPLAY

When you need to see that soaring alley-oop one more time, you can replay the last few seconds of game action.



Tap **↔** to move by frame.

Press **C** to fast forward.

Press **A** to rewind.

Press **B** to play.

- To move the replay camera to lock onto a player or the ball, hold **X** and D-Pad in any direction. A cross appears over a player when the camera is locked on him. This function is available on all cameras except Behind, Highlight one, two, and three.
- To cycle through camera angles, press **Right SHIFT/Left SHIFT**.

## TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. Each team gets 7 time outs per game. (If you call a time out after your 7 are exhausted, a technical foul is called and the other team shoots a free throw—but the clock is stopped.)

### To call a time out:

- Select TIME OUT from the Pause menu. The SUBSTITUTION option becomes available if it wasn't already.

## SUBSTITUTION

You can make player substitutions when the play clock is stopped by a time out or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option isn't available.

### To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Pause menu. The Substitution screen lists the 5 players currently in the game.
2. To highlight a player for substitution, D-Pad **↑**.
3. To substitute for the highlighted player, press **B**. A screen listing the available bench players appears.
4. Highlight a player, and press **B** to insert that player into the lineup.



## STATISTICS MENU

View stats for the current game or, if available, the current series.

TEAM STATS	Go to the Team Stats screen to view both teams' statistics for the current game.
PLAYER STATS	Go to the Player Stats screen to view statistics for NBA players. The team you control is shown by default.
USER STATS	Go to the User Stats screen to view stats (sorted by Controller) for all human players participating in the current game.

## STRATEGY MENU

### SETTINGS

Go to the settings menu to select team options.

AUTO SUBSTITUTIONS	Toggle <b>ON/OFF</b> . When set to ON, the computer subs for tired players automatically, and also manages your time outs when you're behind late in a game.
AUTO SUB NOTIFY	Toggle notification of automatic player substitutions <b>ON/OFF</b> .
PLAY NOTIFICATION	Toggle <b>ON/OFF</b> . When ON, an overlay on the game screen notifies you of the play that is called.

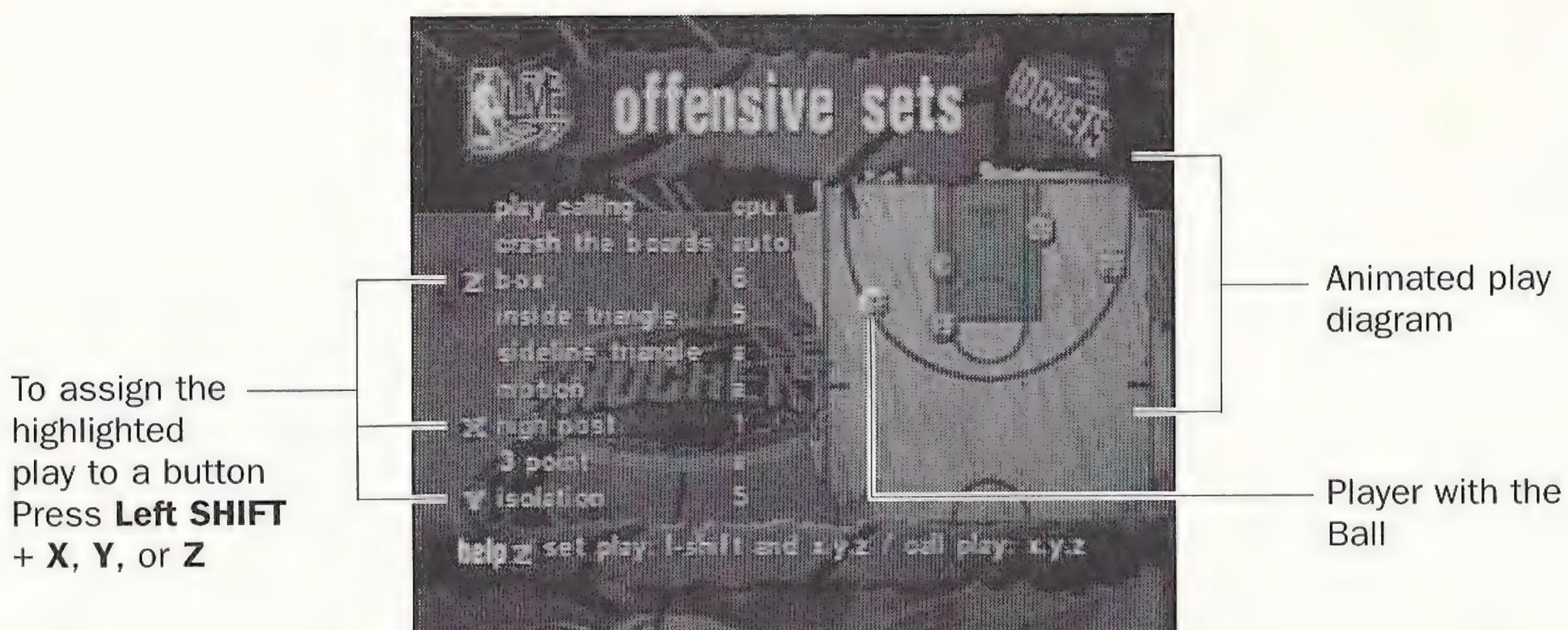
### OFFENSIVE SETS

Go to the Offensive Sets menu to select offensive sets, plays, and strategy. You can have the computer automatically choose sets and plays, or you can choose three sets/plays to call during the action.

PLAY CALLING	Toggle auto play calling <b>CPU/USER</b> . When CPU is selected, the computer chooses offensive sets and plays automatically (but you can still call your own plays when you want). When set to USER, you call all your plays manually, and any play or set you call is run until you call another.
CRASH THE BOARDS	Cycle aggressive rebounding <b>ON/OFF/AUTO</b> . Go after offensive rebounds aggressively if ON, and get back on defense if OFF. AUTO switches aggressive rebounding on and off automatically at appropriate times during the game.

### OFFENSIVE SETS AND PLAYS

Seven offensive sets are available in *NBA Live 97*, and each set contains a number of plays.



- To select a play set, D-Pad  $\uparrow$ .
- To cycle through the plays for the highlighted set, D-Pad  $\leftrightarrow$ .

As you select plays, the animated diagram on the right displays the motion of the players and the ball. The player with the ball is highlighted. In the diagram:

<b>PG</b>	Point Guard	<b>SG</b>	Shooting Guard
<b>SF</b>	Small Forward	<b>PF</b>	Power Forward
<b>C</b>	Center		

The first play in each set has an "(a)" for Automatic after it. When an Automatic play is selected, the computer randomly chooses a play from that offensive set, and then keeps calling plays from that set until another set or play is called. If you select a specific play (i.e., any play other than "(a)"), that play is run until another is called.

- To select the highlighted set/play and assign it to a button, press **Left SHIFT + X, Y, or Z**. The selected play is assigned to that button, and any other play assigned to that button is cleared.
- To call the appropriate play during the game, press **X, Y, or Z**.
- To exit, press **START**. The Strategy menu reappears.

## OFFENSIVE QUICK PLAYS

In the NBA, a basic play such as a pick and roll between a point guard and a power forward can be the cornerstone of a team's offensive success. In *NBA Live 97*, you can call your own NBA-style Quick Plays on the fly. Quick Plays differ from standard plays in that they are quick, simple, and can be run from any set (but do not alter the set).

Quick Plays are selected and called in the same manner as plays, and any button assigned to a Quick Play overwrites any other offensive set or play assigned to that button. The diagrams show a typical situation in which the Quick Play can be called. However, the plays will execute differently depending on which player calls the play and where the player is located on the court. Experiment for best results.



- >To call the appropriate play during the game, press **Left SHIFT + X, Y, or Z**.
- To exit, press **START**. The Strategy menu reappears.

### DEFENSIVE SETS

Go to the Defensive Sets screen to select defensive sets.

PLAY CALLING When set to **CPU** the computer selects defensive sets automatically. When set to **USER**, any defensive set you call is maintained until you call a different set.

DEF. PRESSURE Select **LOW**, **MED**, or **HIGH** defensive pressure. Higher pressure may lead to more steals, but also more fouls.

### DEFENSIVE SETS

Five defensive sets are available, including man-to-man and trapping sets. The clipboard diagram on the right side of the screen shows the alignment for the highlighted set. Sets are selected and called in the same manner as offensive sets, except that there are no individual plays—only basic sets.

### DEF. QUICK PLAYS

The five Defensive Quick Plays let call defensive plays on the fly without altering your basic defensive set.

INTENTIONAL FOUL Computer players try to foul the ballhandler to stop the clock.

DOUBLE TEAM Computer players try to double-team the ballhandler.

FAST BREAK Your guards break off of their coverage to set up a fast break opportunity.

COLLAPSE Computer players drop down into the key and clog up the middle.

PRESS Computer players go into a full-court press.

Defensive Quick Plays are selected and called in the same manner as offensive quick plays.

### DEFENSIVE MATCHUPS

Go to the Defensive Matchups screen:

- To change the matchup for the highlighted player, press **B**.
- Highlight the player you want to guard, and press **B** again. The player who was guarding the man you selected now guards your original man.

- To toggle double-teaming on the highlighted matchup for the highlighted player, press **A**.
- To toggle defensive pressure on the highlighted matchup, press **C**.



## CAMERA OPTIONS

Select camera angles.

 To reset camera defaults, press **A**.

CAMERA	Cycle through 8 available camera angles.
ZOOM IN KEY	Toggle ON/OFF.
ZOOM	Adjust the zoom of the camera LOW/MED/HIGH.
REVERSE ANGLE	Toggle ON/OFF. Check out the action from the other side.
FREE THROW	Cycle through the different free throw camera angles.
AUTOMATIC	Toggle auto instant replays ON/OFF.
REPLAY	

## PLAY OPTIONS MENU

Jump to the various options menus or quit the game in progress.

SET RULES	Go to the <i>Rules Menu</i> (p. 6) to change rules and simulation options.
SET OPTIONS	Go to the <i>Options Menu</i> (p. 7).
USER SETUP	Change controller options (but not your user name). (See <i>Player Setup Screen</i> on p. 7.)
CONFIGURE CONTROLLER	Cycle through different control configurations.

## QUIT

-  Select QUIT GAME to exit and return to the Game Setup menu.
-  Select CANCEL to return to the game in progress.

## END OF THE QUARTER/HALF/GAME

**END OF THE QUARTER:** The buzzer sounds, play stops, and the score is displayed. Press **START**, and the Game Statistics screen appears. Press **START** to continue, and the teams return to the floor.

**END OF THE HALF:** After the score is displayed, the Game Statistics screen appears. Press **START** to continue after each screen. When play resumes, all uninjured players regain most, if not all, Stamina.

**END OF THE GAME:** After the final buzzer, the final score is displayed. Press **START**, and the Game Statistics are displayed. Press **START** after each screen, and the stats of the Player/User of the Game are displayed. Next, the Postgame menu offers stats and replay options. When you're through looking at the screens, press **START** to go to the Game Setup menu.



## ROSTER SETUP MENU

From the Roster Setup menu, you can trade players as well as create Custom players to change the roster and starting lineup for any team(s).

**NOTE:** Team rosters are determined by actual NBA rosters as of January 16, 1997. Some players are not included in the game for legal or contractual reasons.

**VIEW/REORDER** Go to the Team Roster screen. (See p. 19.)

**ROSTERS**

**TRADE PLAYERS** Go to the Trade Players screen. (See p. 19.)

**CREATE PLAYERS** Go to the Create Players screen. (See p. 20.)

**RESET ROSTERS** Go to the Reset Rosters screen. (See p. 21.)

### TEAM ROSTER SCREEN

The Team Roster Screen allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- To select a team, press **Right SHIFT/Left SHIFT**.
- To cycle through the statistics/ratings for the players, D-Pad  $\leftrightarrow$ .
- To change stat layer, press **Y**.
- To view player's action photo, press **A**.
- To compare players, press **C**.
- To exchange the roster slot of two players, highlight a player and press **B**. Highlight a second player, and press **B** again. The players switch roster slots.

**NOTE:** Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

### TRADE PLAYERS SCREEN

You can trade players between your team and any other team, as well as pick up created players from the Free Agents pool. You're the GM here—you make the deals!

1. Select **TRADE PLAYERS** from the Roster Setup menu. The Trade Players screen appears.
2. Highlight the player you wish to trade, and press **B**.
  - To cycle through the NBA teams, D-Pad  $\leftrightarrow$ .
  - To view a player, press **A**.
  - To compare highlighted players, press **C**.
  - To cancel changes and exit, press **X**.
3. Highlight the player you wish to trade for, then press **B**. (To cancel, press **X**). The players are exchanged, and you return to the Trade Players screen.



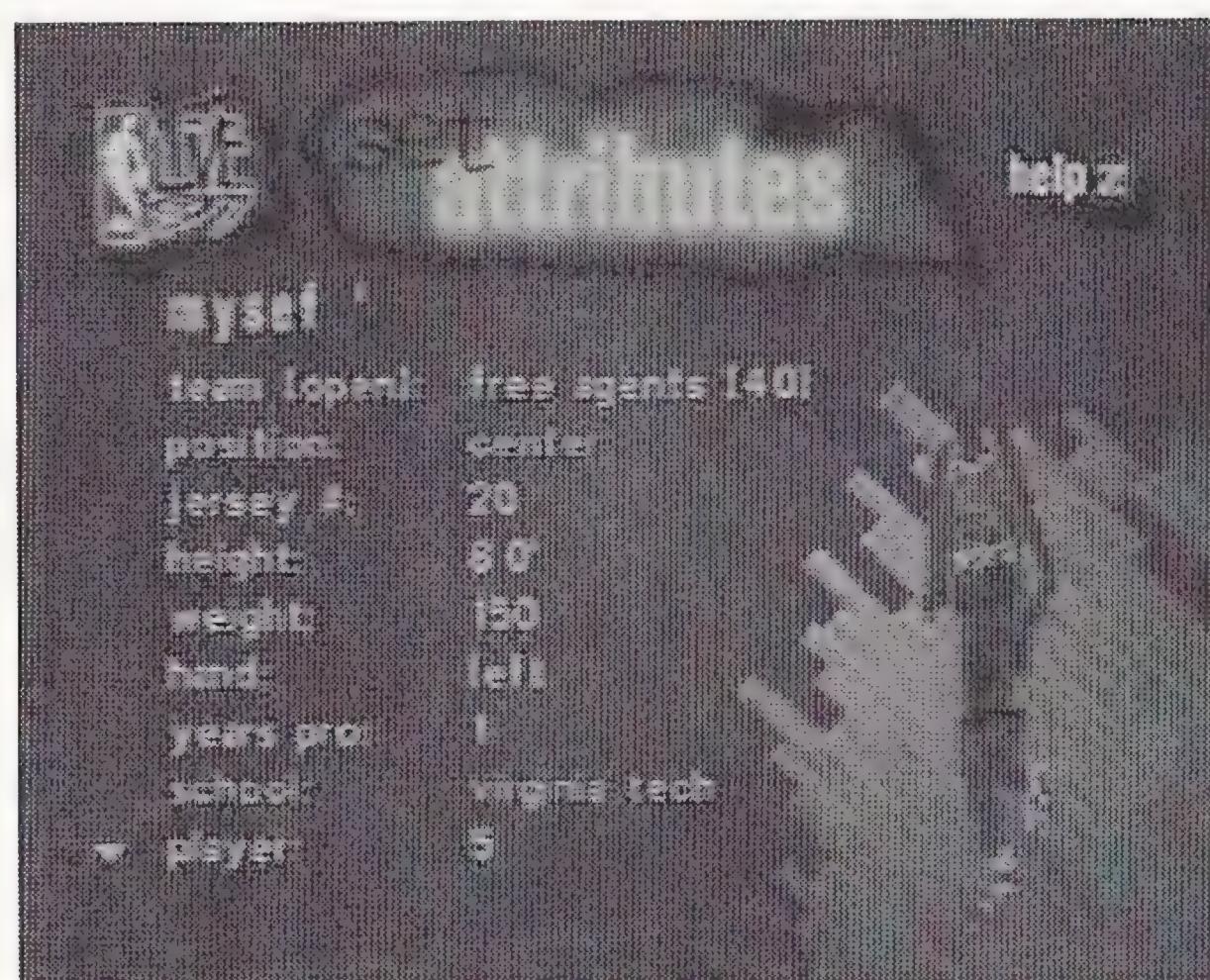
## CREATE PLAYERS SCREEN

You can create and edit up to 40 players in *NBA Live 97*. Newly created players are placed in the Free Agents pool, and may be picked up by any team via trade.

1. Select CREATE PLAYERS from the Roster Setup menu, and the Create Players menu appears.
2. Select from NEW, EDIT, or DELETE to start your transaction.

### To create a New player:

1. Choose NEW from the Create Players menu.
2. Enter a first name for your created player.
  - To change a letter, D-Pad ↑.
  - To move to the next letter, D-Pad →.
  - To delete a letter, D-Pad ←.
  - When finished, press **B**.
3. Enter a last name for your player in the same manner. When finished, press **START**. The Set Attributes screen appears.



To select a category, D-Pad ↑  
 D-Pad ← to set Overall ratings  
 When finished press **START**.  
 The Set Ratings screen appears.

#### TEAM

Cycle through the teams/free agents list where the player is created, D-Pad ↔.

#### POSITION

Player's natural position.

#### JERSEY #

Select a jersey number from 00–99.

#### HEIGHT

Adjust player height.

#### WEIGHT

Adjust player weight.

#### HAND

Select LEFT or RIGHT hand for dribbling and shooting.

#### YEARS PRO

Select the number of years that your player has been in the NBA.

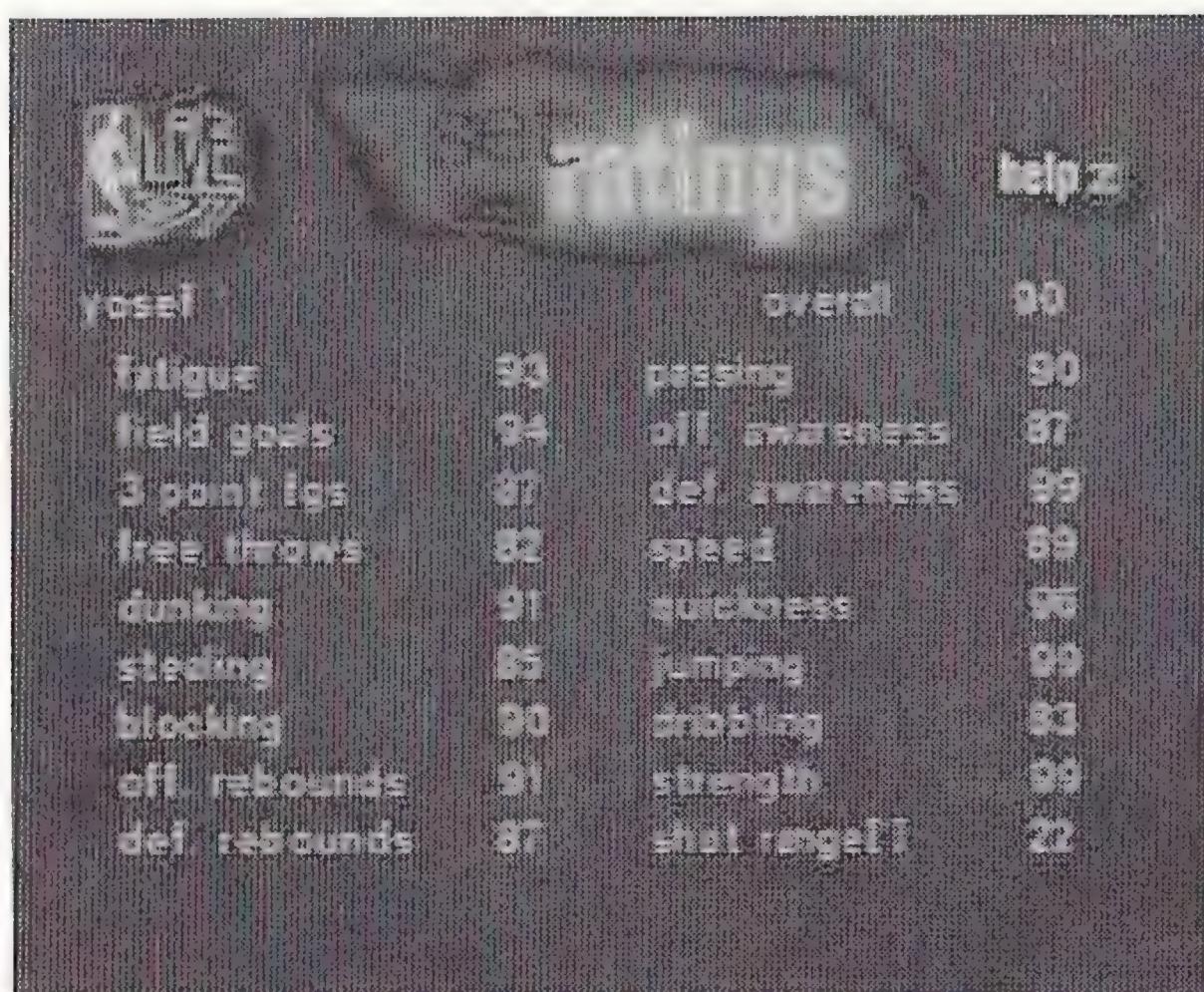
#### SCHOOL

Player's college.



PLAYER/HEAD      Change the player's appearance by cycling through various hair colors, hair styles, and facial features.

 When finished, press **START**. The Set Ratings screen appears.



To select a category, D-Pad  $\uparrow$ .

D-Pad  $\leftrightarrow$  to raise/lower ratings.

When finished press **START**.

The Create Players screen reappears.

### To edit an existing Created player:

1. Choose EDIT from the Create Players menu, then select a player from the Edit Player list screen and press **B**. The Edit Player screen appears.
2. Change player features and attributes in the same manner as in the Create Player screen.

### To delete an existing Created player:

You can erase Created players currently in the Free Agents pool. (You can't erase Created players while they're on the roster of a team.)

1. Choose DELETE from the Create Players menu, then highlight a player from the Delete Player list screen.
2. Press **B**, then select DELETE to erase the player. When finished press **X**. The Create Players screen appears.

**EA TIP** To add a Created player to your roster, select a player (or an empty slot if you have one) from your team, and trade for the Created player from the Free Agents pool that appears after the last NBA team.

## RESET ROSTER SCREEN

Reset all rosters to the 96/97 season defaults and move all Created players to the Free Agents pool.

 To reset rosters, select RESET and press **B**. The Roster screen reappears.

 To return to the Roster screen, select CANCEL and press **B**.



## SEASON PLAY

You can take your favorite team through an entire season in *NBA Live 97* and play your way right on to the NBA Playoffs and the Finals.

### STARTING A SEASON

 **To START A SEASON:** From the Game Setup menu, select SEASON from the MODE option and press **START**. The Season Settings screen appears.

### SEASON SCREEN

Use this screen to decide which team you want to use to play out the season.

-  To cycle through the teams, D-Pad  $\leftrightarrow$ .
-  To return to the Season Settings screen, press **X**.
-  To view the team history, press **C**.
-  When finished, press **START**. The Schedule screen appears.

### SEASON SETTINGS SCREEN

Set the options for your season.

**SEASON LENGTH** Select 28, 56, or **82** (the NBA standard) games.

**PLAYOFF LENGTH** Set the number of games for each playoff round.

Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.

**ENFORCE TRADE DEADLINE** Select YES to bar trades after the trade deadline of February 20th, NO to allow trades during the Playoffs.

**IMPORT ROSTER** Select **DEFAULT** to start with the default *NBA Live* rosters, **CUSTOM** to use your current rosters.

**IMPORT CREATED PLAYERS** Select YES to use Created players, NO to leave any Created players off your Season rosters.

**FULL PLAYER STAT TRACKING** When set to **YES**, more memory is used for each Season file. If set to NO, less is used, but individual player stats aren't saved.

-  Press **START** to continue. The Season Team Select screen appears.

### SCHEDULE SCREEN

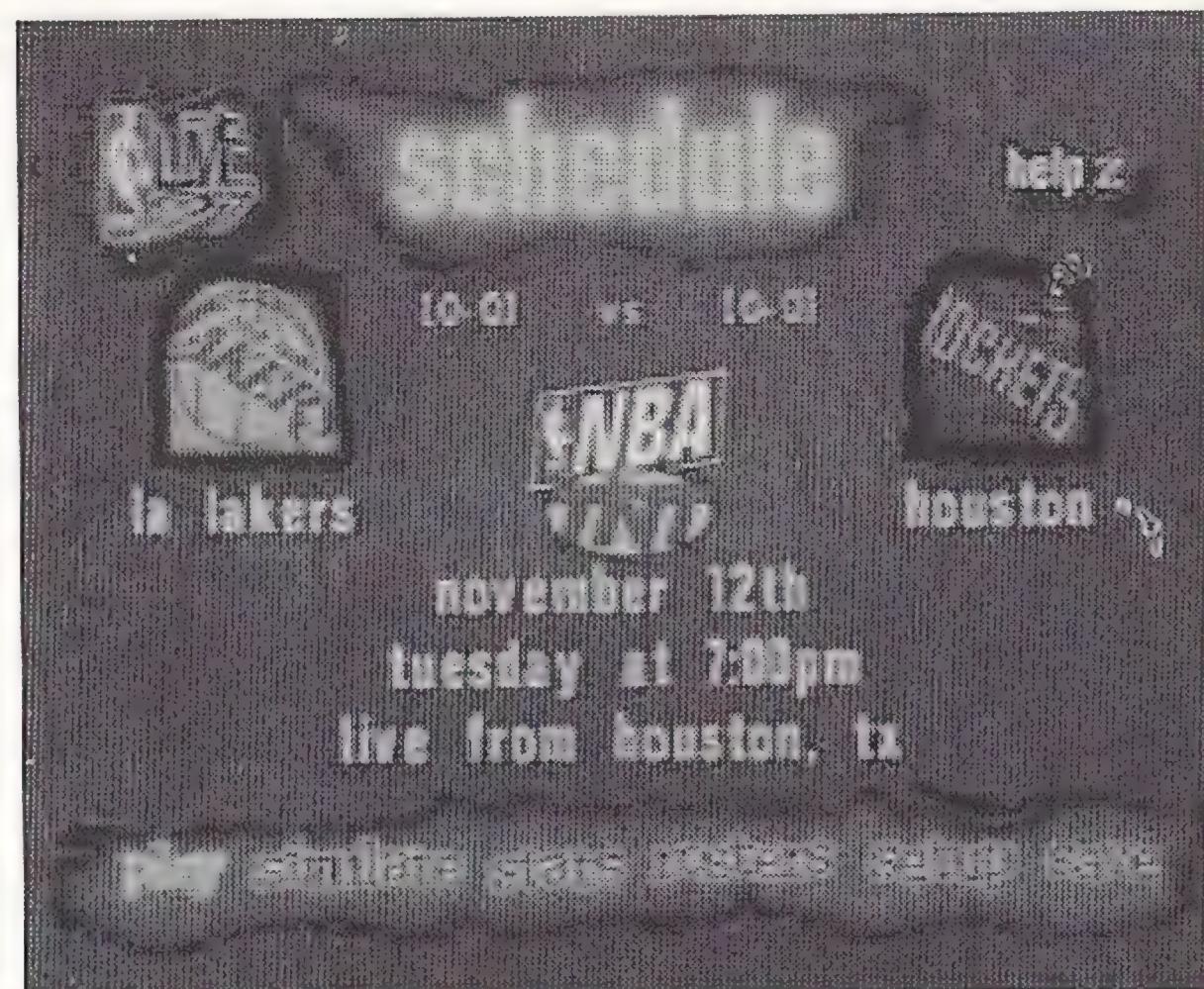
Use this screen to play or simulate games throughout your team's season; view league standings, statistical leaders, and scheduled games; change options; or make roster moves.



To activate the highlighted option, press **B**.

To jump to the next scheduled game, press **START**.

If the next scheduled game is already highlighted, pressing **START** begins the game.



To move through your team's schedule by day, D-Pad  $\downarrow$ .

(To move by month, press **Right SHIFT/Left SHIFT**.)

**PLAY**

Go to the next unplayed game if it is currently highlighted.

**SIMULATE**

Simulate the currently displayed game. The results of the game appear next to the team logos. If the displayed game is *not* the next unplayed game, you are given the option of simulating all unplayed games up to the selected game.

**STATS**

Go to the Statistics screen to view stats, standings, and more. See *Stats Select Screen* below.

**ROSTERS**

Go to the Rosters Setup screen. (See p. 19.)

**SETUP**

Go to the Season Setup screen (p. 22) to change Season options.

**SAVE**

Save Season files.

#### **To save your season:**

1. Select **SAVE** from the Schedule screen. A box appears showing the name of your saved season.
2. Press **B**. The Schedule screen reappears.

**NOTE:** Do not turn off your SEGA SATURN™ SYSTEM while in the process of saving your game.

#### **STATS SELECT SCREEN**

This screen lets you view standings, team stats, player stats, and user stats.

**STANDINGS**

Go to the Standings screen to view current standings.

**PLAYER/  
TEAM/USER**

Go to stats screens to view stats and/or ratings for the appropriate category.



## SEASON SETUP SCREEN

Change options, skip ahead to the playoffs, or abandon the current season.

STYLE	Select CUSTOM, <b>ARCADE</b> , or SIMULATION game style.
LEVEL	Select <b>ROOKIE</b> , STARTER, or ALL-STAR difficulty level.
QUARTER	Select 3, 5, 8, or 12 minute quarters.
RULES	Go to the Rules menu. (See p. 6.)
OPTIONS	Go to the Options menu. (See p. 7.)
PLAYOFFS	Go directly to the Playoffs, with the current standings determining Playoff seeding. See <i>The NBA Playoffs</i> on p. 25.
QUIT	Quit the current Season.

## AFTER THE GAME

After a Season game, the postgame screens appear as normal. Press **START** to continue, and your series is automatically saved. You then return to the Team Schedule screen.

## ENFORCE TRADE DEADLINE

If the ENFORCE TRADE DEADLINE option in the Season Settings menu is set to YES, no trades can be completed after February 20th. On your last game before this date, you are asked if you wish to make any trades before the deadline passes. Select YES to return to the Team Schedule screen to make any trades; NO to continue.

## END OF THE SEASON

After the end of the Season, select PLAYOFFS to continue. If you made the playoffs, see *Starting a Playoff Series* on p. 25. If you didn't make the playoffs, the Playoff Tree displays the playoff results. Press **START** to return to the Game Setup screen.



## THE NBA PLAYOFFS

You can create your own playoff atmosphere any time you want in *NBA Live 97*. You can start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any combination of NBA teams.

### STARTING A PLAYOFF SERIES

When you start a new Playoff series from the Game Setup menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

- From the Game Setup menu, select PLAYOFFS from the MODE option. Press **START** to continue, and the Playoffs screen appears.

#### To continue a saved Playoff series:

Select LOAD from the Game Setup menu and then select PLAYOFF from the Load Game screen.

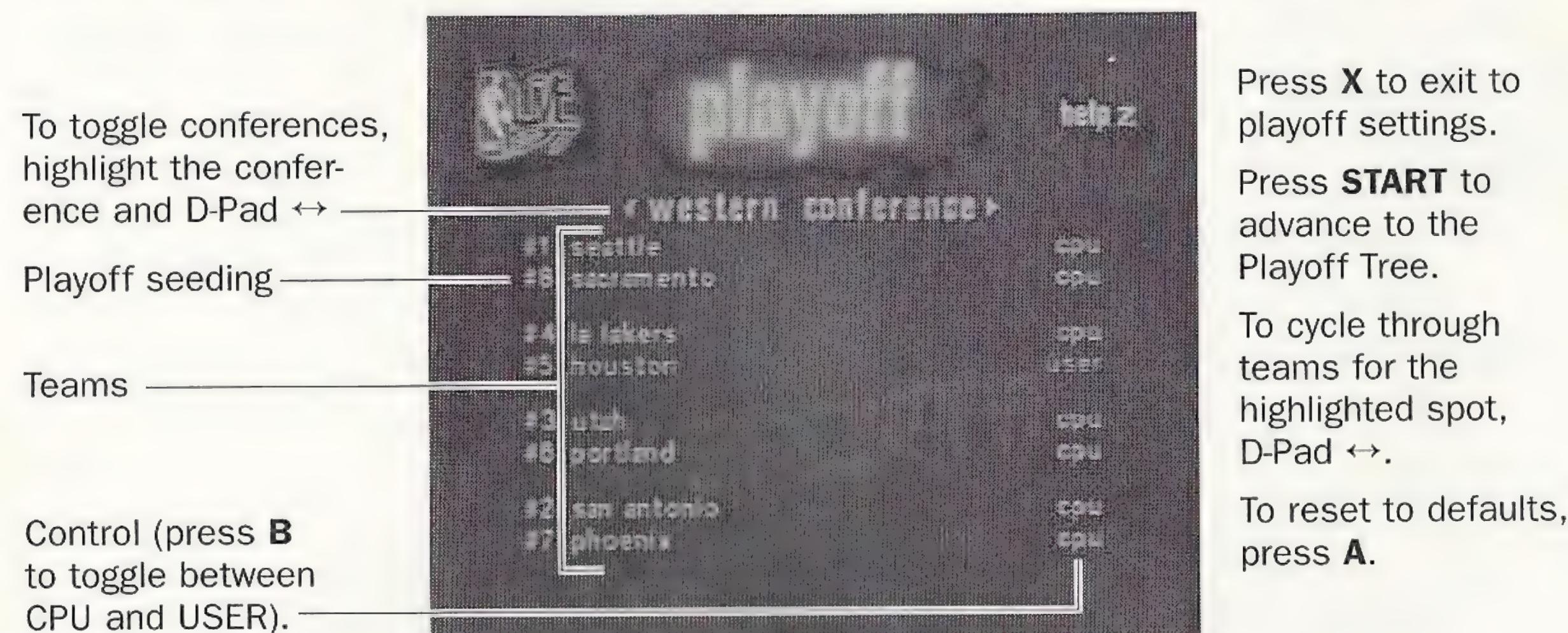
### PLAYOFF SETTINGS

This screen works identically to the Season Settings screen (p. 22).

- When finished choosing options, press **START**. The Team Select screen appears.

### TEAM SELECT SCREEN

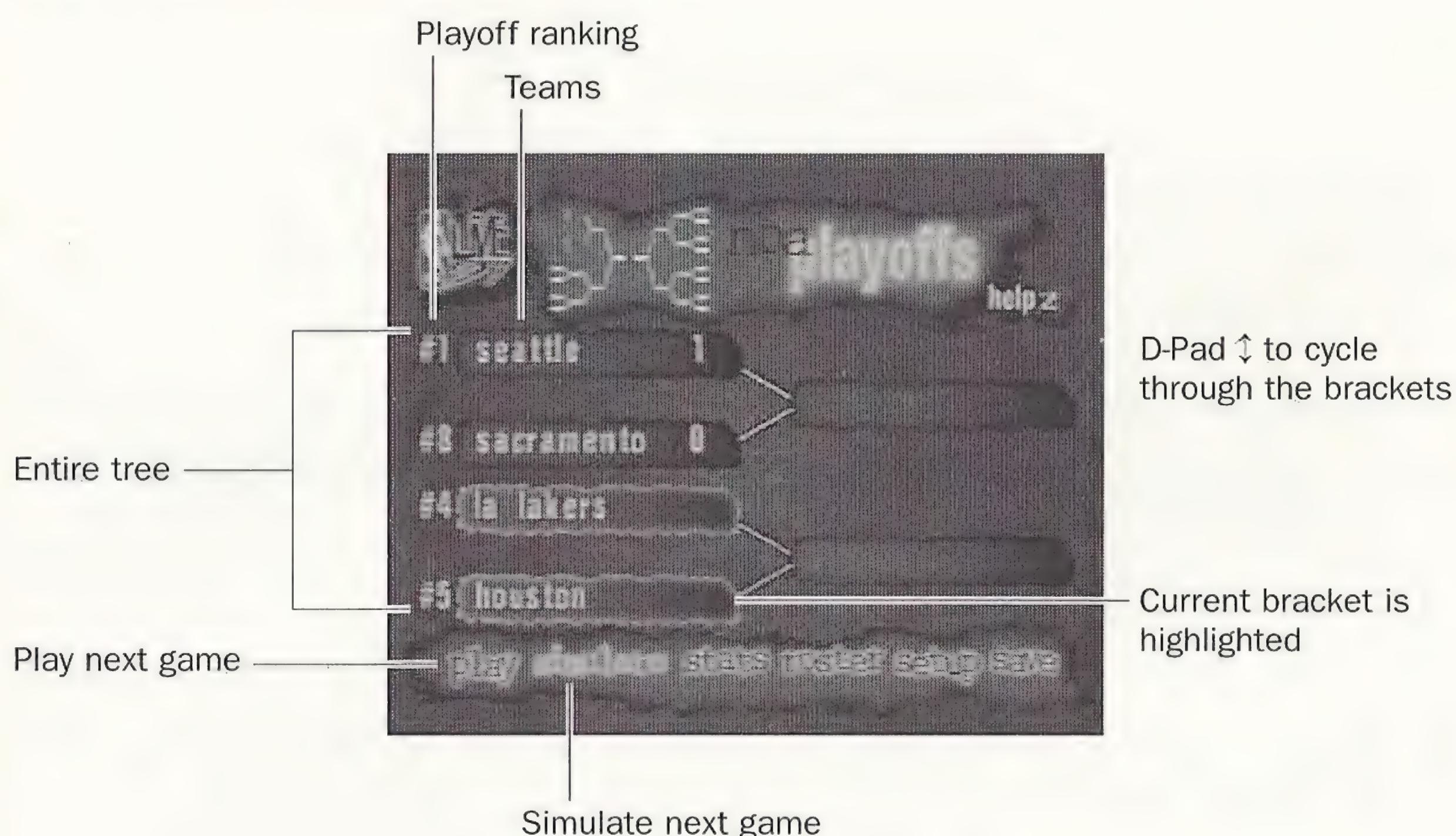
Select the seeding and human control options for all Playoff teams.



- When finished, press **START**. A roster trade warning appears followed by the Playoff Tree screen.

## THE PLAYOFF TREE

The Playoff Tree screen initially shows the four brackets of the Playoffs tree. Player-controlled teams are highlighted in yellow, and the current series standings appear next to the team names. As the Playoffs progress, additional brackets showing the matchups for the semi-finals and the Finals appear.



PLAY	Proceed to the next game. Games involving a human controlled team are played; other games are simulated.
 You can also press <b>START</b> to play the next game.	
SIMULATE	Simulate the next game for the current series. If no other human-controlled teams are present, all other current games are also simulated.
STATS	Go to the Stats Select screen (p. 23) to view team, user, player, and Playoff leaders stats.
ROSTERS	Go to the Roster Setup menu (p. 19).
SETUP	Go to the Playoff Options screen (p. 25) to change Playoff options.
SAVE	Go to the Save screen (p. 23) to save Season files.



## END OF THE GAME

After a Playoff game, the postgame screens appear as normal. Press **START** to continue, and your series is automatically saved. You then return to the Playoff Tree.

## END OF THE ROUND

- If you win your round, the procedure is the same as any other game, except when you return to the Playoff Tree your team name is moved to the next bracket and you face a new opponent.
- If you lose a round, you return to the Playoff Tree screen to see the final playoff results. Select **STATS** to view Playoff stats or **EXIT** to return to the Game Setup screen.

## CREDITS

### REALTIME ASSOCIATES, INC.

**LEAD PROGRAMMER:** Gary Syck

**PROGRAMMERS:** Stephen Nguyen, Tom Powers, Matt Grimshaw, Brian Snapp, Dave Gierok, Scott Miller

**ARTISTS:** Eric Gingrich, Kerwin Burton

**GAME TESTERS:** KC Nash, Tony Ravo

**DEVELOPMENT DIRECTOR:** Steve Ettinger

**ASSET MANAGER/ASSOCIATE PRODUCER:**

Elizabeth Smith

**PRODUCER:** Khanh Le

### EA PRODUCERS

**EXECUTIVE PRODUCER:** Sam Nelson

**PRODUCER:** Stanley Chow

**ASSOCIATE PRODUCER:** Dave Warfield

**ASSOCIATE PRODUCER:** William M. Mozell

### EAC INTERNAL

**ARTISTS:** Sebastian Reinartz (menu art), Daryl Anselmo (Stadium textures), Casey O'Brien (player textures), Mark Soderwall (face textures and player photos), Ken Thurston (face textures), Giovanni Sasso (player photos), Kim Gill (player photos), Greg Allen (player photos)

**PROGRAMMING:** Amory Wong (AI), Dom Humphries (rendering), Robert White (Camera logic and Speech), Patrick Ratto (video technology)

**VIDEOS:** David Laviolette (video editing and art lead), Bill Morrison (video editing), Adam MacKay-Smith (video compression)

**SOUND AND MUSIC:** Traz Damji (music), Steve Royea (music engineering), Crispin Hands (audio engineer)

**MOTION CAPTURE:** Tarrnie Williams (Director of Motion Capture), Demian Gordon (technical director), Michael Vanaselja (mocap animation)

**MOTION CAPTURE TALENT:** Mitch Richmond, Tyus Edney, Novell Thomas, Sean O'Brien, Vino Barnett, Lawrence Williams, Mike Crestejo (stunts)

**MOTION CAPTURE SPECIALISTS:** David Coleman, Greg Ipp, Jake Sheridan, JJ Gonzales, Vincent Ng, Peter Saumur

### QA

**QA PROJECT COORDINATOR:** Rod Higo

**LEAD TESTER:** Tim Lewinson

**BACKUP LEAD TESTER:** Peter Dodson

**TESTERS:** Trevor Allen, Lori Wilson, Steve Kuchka, Simon Burnett, Martin Katzenmeier, Sue Skerl, Kristen Olafson, Connor Dougan, Randy Deluna, Jason Feser, Nathan McDonald

**EASM****PRODUCT MANAGER:** Glenn Chin**ASSISTANT PRODUCT MANAGER:** Kirk Scott**PUBLIC RELATIONS:** Shelly Eckenroth**DOCUMENTATION:** David Lee, Jason Armatta**DOCUMENTATION DESIGN AND LAYOUT:**

Corinne Mah

**PACKAGE ART DIRECTION:** Jennie Maruyama**PACKAGE DESIGN:** Susan Spies**PACKAGE PHOTOGRAPHY:** Lucky Widner/  
NBA photos**QA SUPERVISOR:** Mike Edison**QUALITY ASSURANCE:** Chris Beron**SPECIAL THANKS:** Dave Warhol, Shippy Ohka,  
Paul Kohler, Beth Scholz, George Katz,  
Peter Kolarov, Maria Mailey, Tony Ravo,  
Christopher Vuchetich, Leta Maunz, Alan  
Van Slyke, Ron Bolinger, Ivan Manley,  
Brownwyn Richardson, Andy Abramovici,  
James Fairweather**ELECTRONIC ARTS LIMITED WARRANTY**

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts  
Customer Warranty  
P.O. Box 7578  
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **EA Tech Support Fax:** (415) 286-5080. Include your fax number, all faxes will be answered by fax.



## HOW TO REACH US ONLINE

Include your e-mail address, all e-mail will be answered by e-mail.

**CompuServe:** Game Publishers A Forum (GO GAMAPUB)

Or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet E-mail:** support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

**Warranty inquiries:** cs warranty@ea.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1997 NBA Properties, Inc. All rights reserved.

TBS Super Station is a registered service mark of Turner Broadcasting Sales, Inc. All rights reserved. TNT is a registered trademark of Turner Network Television, Inc. All rights reserved.

EA SPORTS, the EA SPORTS logo, T-Meter, Electronic Arts, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts.

Software and documentation © 1997 Electronic Arts. All rights reserved.

### Patent numbers:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe No. 80244;

Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

Software © Electronic Arts. 1450 Fashion Island Blvd. San Mateo, CA 94404. © 1997 Electronic Arts. EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the game" T-Meter and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1997 NBA Properties, Inc. All rights reserved. TBS Super Station is a registered service mark of Turner Broadcasting Sales, Inc. All rights reserved. TNT is a registered trademark of Turner Network Television, Inc. All rights reserved.

This game is licensed for use with the Sega Saturn system only. Security Program  
© SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved. **772905**